

## Project Perfect

Project Perfect is APPL's innovative three-day training workshop-board game. Played on a visual model of "Provide Aerospace Products and Capabilities" (PAPAC), from NASA Project Guidelines NPG 7120.5, the game board depicts PAPAC's four sub-processes: Formulation, Approval, Implementation, and Evaluation. Project managers can use the game to test-drive a project plan, or as a benign way to evaluate their preparedness to begin a project.

Project Perfect simulates an accelerated project life cycle, allowing participants flexibility during Formulation, and requiring a rigorous defense of their project plans during Approval. It forces teams to make informed project decisions as they navigate the Implementation minefield. The simulation, requiring internal and external Evaluation, can be highly competitive, pitting teams against each other; or one team against a standard plan. The objective is to complete mission requirements in the fastest and most cost-effective manner.

### **Learning Strategy**

Learning is achieved by hands-on project management participation, team member interaction, and a knowledge sharing debrief after the game. In a learn-by-doing approach, participants *plan* and *fully implement* a complex development project. Skills and behaviors are practiced together, not in artificial isolation. Working in teams, participants build a thorough, defensible, project plan. They implement projects while managing normal project difficulties such as design and quality problems, vendor delays, and spec/customer changes. Best practice lectures, group discussions, team assessment instruments, action/reflection methods, project examples, process consulting, and other interventions supplement the game to create this intense, engaging learning experience.

### **Setting**

Teams consist of four to eight players. Teams meet privately to complete their upfront planning, risk management, flexibility and tailoring of NPG 7120.5, then continue to the game board to execute their Formulation, Approval and Implementation strategies. The Project Perfect board game uses a competitive race format in full view of all team members; the first team that completes the game cycle and meets or exceeds planned objectives is the winner.

Project Perfect is offered at Centers for Level 2 and selected Level 1 project managers. For more information, call Mr. Larry Suda, at [lsuda@managementworlds.com](mailto:lsuda@managementworlds.com).